

AMENDMENTS TO THE CLAIMS

This listing of claims replace all prior versions, and listings, of claims in the application:

Listing of Claims

1-17. (Cancelled)

18. (New) A method to enhance transmission quality in a Push-to-Talk system comprising a sending mobile unit and a receiving mobile unit used by a receiving subscriber, said receiving unit comprising a Play-Out-Buffer and a Repeat Buffer, said method comprising the steps of:

 sending a stream of sequences from the sending unit to the receiving unit;

 collecting the stream of sequences at said receiving mobile unit into the Repeat Buffer and into the Play-Out-Buffer, said Play-Out-Buffer having a storage size and a point for commencing play-out that provides low voice delay, and said Repeat Buffer having a storage size that provides high sound quality;

 playing out the stream of sequences from the Play-Out-Buffer to the receiving subscriber; and,

 commencing replay of a defined part of the stream of sequences collected in the Repeat Buffer.

19. (New) The method recited in claim 18, wherein replay is requested by the receiving subscriber.

20. (New) The method recited in claim 18, wherein said replay is commenced automatically after detection of low play-out quality from the Play-Out-Buffer.

21. (New) The method recited in claim 18. said method further comprising the steps of:

 receiving at least one further sequence at the receiving mobile unit during replay;

and,

wherein the defined part of the stream of sequences is re-defined to further include said at least one further sequence in said step of commencing replay.

22. (New) The method recited in claim 21, wherein said system comprises at least one additional mobile unit and wherein the at least one further sequence received during replay is sent from the additional unit.

23. (New) The method recited in claim 18, said method further comprising the step of requesting replay to end with a selected sequence.

24. (New) The method recited in claim 23, wherein the subscriber selects the selected sequence when listened to during said step of playing out.

25. (New) The method recited in claim 23, wherein replay is requested to start at a predetermined amount of time preceding the selected sequence.

26. (New) The method recited in claim 23, wherein replay is requested to start a number of sequences preceding the selected sequence.

27. (New) An apparatus in a receiving mobile unit to enhance playback quality in a Push- to-Talk system, comprising:

a Play-Out-Buffer and a Repeat Buffer;

means to collect an incoming stream of sequences into the Repeat Buffer and into the Play-Out-Buffer, wherein the Play-Out-Buffer has a storage size and a point for commencing play-out that provides low voice delay, and wherein the Repeat Buffer has a storage size that provides high sound quality;

means to play-out the incoming stream from the Play-Out-Buffer to the receiving subscriber; and,

means to commence replay of a defined part of the incoming stream collected in the Repeat Buffer.

28. (New) The apparatus recited in claim 27, further comprising means to request replay by the receiving subscriber.

29. (New) The apparatus recited in claim 27, further comprising means to commence replay automatically after detection of low play-out quality from the Play-Out-Buffer.

30. (New) The apparatus recited in claim 27, further comprising means to re-define the defined part to include a further received sequence in the replay.

31. (New) The apparatus recited in claim 27, further comprising means to request replay to end with a selected sequence.

32. (New) The apparatus recited in claim 31, further comprising means to request replay to start a predetermined amount of time preceding the selected sequence.

33. (New) The apparatus recited in claim 31, further comprising means to request replay to start a number of sequences preceding the selected sequence.

34. (New) The apparatus recited in claim 27, wherein the Play-Out-Buffer is a subset of the Repeat Buffer.

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